OUTTAGGED

ATHENS 2048

HERO SHEET

IDENTITY

NAME / TAG

ROLE: The Boombox

TROPE: Stray

DAY JOB

AGE

CATCHPHRASE

FLAW

CREW

CREW

HOME SECTOR

REPUTATION (HEAT)

1 2 3 4 5 6 7 8 9 10 11 12

Starts at the number of Heroes. 6 loads a Lethal Bullet. 9 gives Enemies a Feat Point. 12 does both, plus 1 Flow for the Crew.

ATTRIBUTES / SKILLS

Start 2 in every Attribute, 1 in every Skill, then add Role, Trope, and 2 free Skill points. Cap 3. Any Skill pairs with any Attribute.

BRAWN	NERVES	SMOOTH	FOCUS	CRIME
Endure	Cool	Flirt	Detect	Awareness
Fight	Drive	Leadership	Fix	Dexterity
Force	Shoot	Speech	Heal	Stealth
Stunt	Survival	Style	Know	Streetwise

GRIT

1 2 3 4 5 6 7 8 9 10 11 12

Bad Box (8): take a Condition.

Hot Box (12): gain 2 Flow.

All boxes full, next lost Grit sends you to the Death Roulette.

CONDITIONS

Your 4th Condition is always Broken.

- Hurt (-1 Brawn)
- Nervous (-1 Nerves)
- Like a Fool (-1 Smooth)
- Distracted (-1 Focus)
- Scared (-1 Crime)
- Tired (no penalty)
- Broken (-1 to everything)

OTHER

FLOW

1 = +1 to a roll or fire a Feat. 6 = 1 Spotlight. Earn it with style, not gritted teeth.

SPOTLIGHTS

CASH (start 1)

DEATH ROULETTE

LETHAL BULLETS

All Grit gone, you spin. A loaded chamber is lethal.

Start 1. Load another at Reputation 6 and 12. Old heroes start with 2.

SIGNATURES

Two moves that are only yours. One off your Role, one off your Trope. Spend them like you mean it.

ROLE SIGNATURE

NAME: Drop the Beat

WHAT IT DOES

Once per Scene, kick on a track. Until your next turn allies at Close range get a Free Re-roll on any roll made to the beat, and the music jams comms so no enemy calls backup.

TROPE SIGNATURE

NAME: New in Town

WHAT IT DOES

Once per Session, turn out to know a guy here: declare a minor contact, favour, or stashed can you set up before the Crew ever arrived, within reason. You have always just been around.

FEATS

Fire one for 1 Flow.

1. **Signal Hijack**

   Tap Talos comms and broadcast for one turn (2 Flow). Roll Nerves+Cool (Critical); on a success, all Talos become Distracted. Anthem instead: allies gain 1 Flow.

2. **Trick Shot**

   Land a Stunt roll and an Attack roll the same turn and combine the successes. A kickflip into a spray blast, a spin into a tag. Style is the weapon.

3. **Momentum**

   You get faster the longer you move. Every consecutive turn in motion gives a cumulative +1 to Stunt and Drive (max +3). Stop and it resets.

PLAN B

BLUFF

Talk or fake your way out of it.

BACKUP

The cavalry, or the crew, turns up.

TAG

A massive piece you set up ahead of time and drop at the exact right second.

Tick it when you burn it.

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GRAFFITI

Paint is pressure. Every can starts with 2, one of them loaded.

CAN / PIECE	RANGE	EFFECT	PAINT
Paint Roller	Melee	+1 Melee. Silent.	2

GEAR

Portable Speaker (+1 Speech or Leadership when playing music in a crowd).
BMX to carry the rig.

RIDE

RIDE	BMX		
SPEED	2	ARMOR	2

Chases run on Stunt, not Drive. BMX 2/2, Rollerblades 3/1, Skateboard 2/2, Scooter 1/3.

NOTES

The buff engine who wandered in from another sector. Drop the Beat sets the tempo for everyone, so time it for the big push. Dance the fight, tag on the drop, and there is always a guy you know.

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